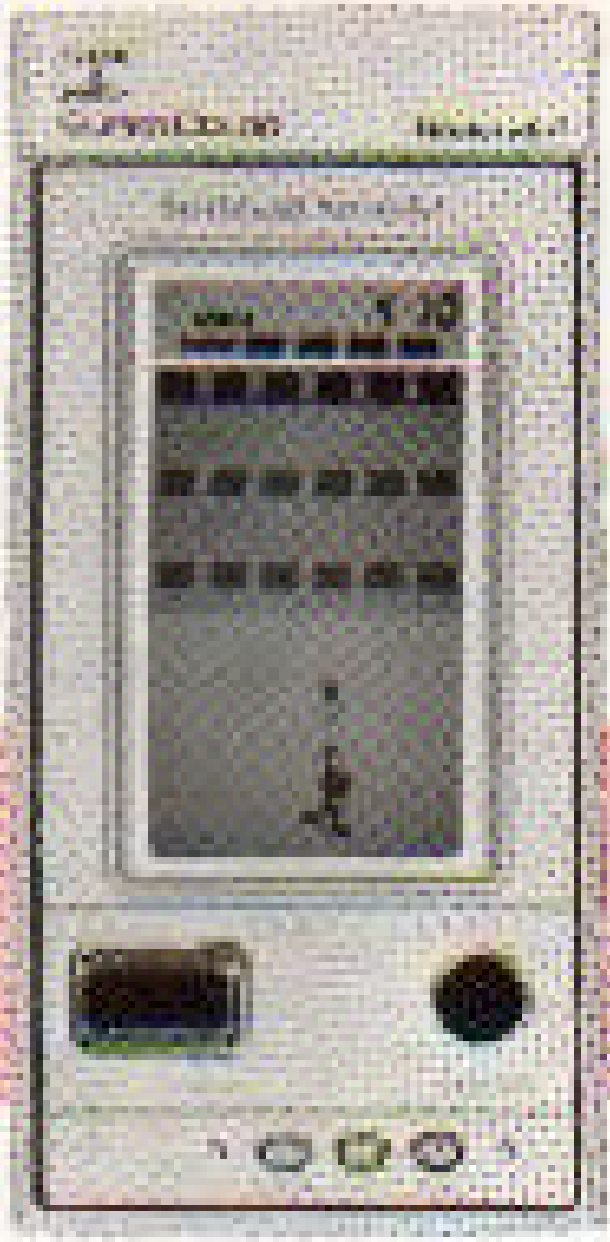

GAME & WATCH™

SUPER COLOR

SPITBALL SPARKY™

(BU-201)

INSTRUCTION

Nintendo®

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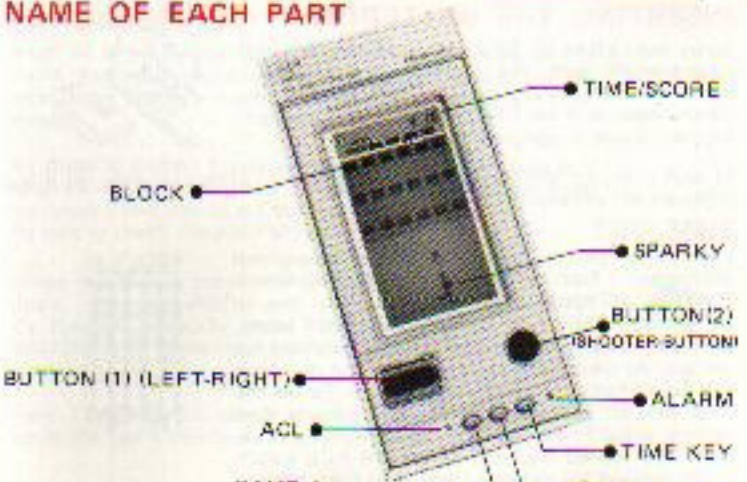
NAME OF EACH PART



INSERTING THE BATTERIES

Insert two LR44 or SR44 batteries into battery compartment with the positive electrode atop. When the batteries are exhausted, the display becomes vague and hard to look at, and the sound becomes lower or completely lost.

In such cases, replace the batteries immediately. (This unit may fail if batteries are left exhausted.)

TIME SET

Push ACL switch lightly with a sharp-pointed instrument. Push lightly and do not hold down. A display will appear as illustrated.

By pressing Button 1 you will control the hours. Button 2 controls the minutes. When you have set the desired time, press the TIME key and the clock will start. Pattern moves every second. To set the time without canceling max. score or alarm time setting, press TIME key and, while holding it in, press and release ALARM switch. (If ACL switch is left pressed for extended period of time, battery life is shortened considerably.)

ALARM SET

Push ALARM switch lightly with a sharp-pointed instrument. Bell mark should appear. (If bell mark does not appear, push again.) Alarm is set when bell mark is on the screen.

By pressing Button 1 you will control the hours. Button 2 controls the minutes. After setting numbers in above manner, push TIME key to set the alarm time.
Be sure to check the AM/PM time.

When the pre-set alarm time is reached, ALARM bell appears. The bell flashes and rings for about one minute. To turn off manually, press TIME key. (When GAME & WATCH is in game mode at alarm time, the bell appears without sound.)

Push TIME key to check the alarm time. It is indicated while the key is depressed.

HOW TO PLAY

Move Sparky left and right to catch and shoot the ball. Hit a block to erase it. When all blocks are erased, the display is cleared.

(Control Buttons)

(1) Button 1 (LEFT RIGHT) ..... To move Sparky left.
To move Sparky right.

(2) Button 2 (SHOOTER BUTTON) ..... To shoot the ball upward.

(The Beginning Of The Game)

Press the Game key A or B, and highest previous score in Game A or B will be displayed. When key is released, game starts.

* Pressing ACL switch or removing batteries erases high score from memory.
* A game is not interrupted even if TIME key or other game key is depressed during game playing.
* Game A is for beginners and average players. Game B is for the pros. Game B requires more coordination, technique and timing.

(Points)

1 point when a green block is erased.
2 points when a blue block is erased.
3 points when a red block is erased.
Maximum display score is 999.

(Bonus)

When score reaches 300 points, a fanfare sounds and all misses are canceled.

(Time Bonus)

When display is cleared, an additional 5 points will be awarded for each unit remaining on the bonus meter.

(Special Bonus)

30 points will be awarded when all six RED blocks are hit once and flash.

THE OPERATION OF CONTROL BUTTONS

1

Move Sparky LEFT and RIGHT with Button (1), and shoot the ball with Button (2).

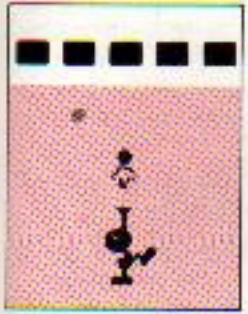
2

Score points and erase a block by hitting it with the ball.

3

After a ball is shot up and hits a block, moving bar or the ceiling, the ball will fall down. (Ball that hits on the left side of screen angles right. Ball hitting on the right side of the screen angles to the left.)

4

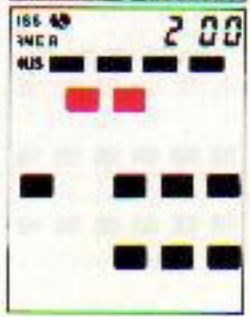


A falling ball, when reaching the purple area, can be shot upward when Sparky is positioned directly below the ball.

5

If a ball is not shot up when it passes Sparky's mouth, it falls and one miss is scored.

6



RED blocks must be shot twice to be erased. A flashing block indicates one hit.

When all blocks are erased, the entire display is cleared. New display contains a larger number of blocks (18 blocks maximum).

* In Game B, blocks flash. Blocks must be hit while they are displayed. However, when red blocks are erased, flashing stops. Other conditions are the same as those for Game A.

(Misses)

One miss will be scored when a ball falls to the bottom.
Game ends with three misses.
When the game is over, time display function will return after about five minutes.

CAUTIONS

1. Do not use pencil or pen when pressing ACL or ALARM switch.
2. As the unit is made of precise electronic components, avoid the use and storage at an extreme temperature. Avoid heavy shocks to the game.
3. At low temperatures, the response speed may slow down or the lighting may fail. As the liquid crystal is destroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.
4. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to see.)
5. Be careful not to press the liquid crystal display heavily. Otherwise the display may fail.
6. Wipe any dust with a soft dry cloth.
7. Do not use volatile oils such as thinner, benzine or alcohol for wiping.
8. The liquid crystal may be difficult to see depending upon the angle. The best angle to view is illustrated in the figure.

Batteries and Liquid Crystal

Batteries

1. When batteries are removed from the GAME & WATCH, be sure to keep them out of reach of children.
2. Battery life is the same whether installed in game or removed.
3. If a battery is swallowed, call a doctor immediately.
4. Do not recharge batteries or place them on metal or aluminum sheet. Be careful not to carry two or more batteries in the same pocket.
5. Do not use batteries as toys. Use only as intended in GAME & WATCH.

Liquid crystal

* The liquid crystal uses glass parts. If should not be dropped, hit or placed under pressure. Any of these can cause damage to the liquid crystal.
* The liquid crystal is designed as well as possible to prevent shattering of glass and leaking of liquid if the crystal is broken. If, however, liquid does contact the skin, wash immediately with soap and water.

SPECIFICATIONS

Dimension	: 70 mm(W) x 145 mm(H) x 114 mm(D)
Net Weight	: 95 g (Including Batteries)
Battery	: Two Alkali-Manganese batteries (LR-44 or SR-44)
Life of the battery	: Approx. 5 months with one hour play a day (LR-44)
Time display	: 12-hour system, hour and minute
Accuracy of the clock	: Average daily differential within ±3 secs. (Under normal temperature)
Alarm	: Set in 1-min. intervals.
Working temperature	: 50°F ~ 104°F (10°C ~ 40°C)

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